LUCASFILM™ GAMES

Lucasfilm Games™ Presents

LOOM™

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About *Loom*

In *Loom,* you play the role of Bobbin Threadbare, a young boy coming of age in a fantasy world on the brink of apocalypse. Wielding a legacy of magical knowledge, you will set out across a landscape filled with beauty, danger and excitement, making new friends, solving mysteries, and growing in experience and power as you weave your way toward a destiny of overwhelming consequence.

Loom is unlike traditional "adventure games" in many ways. Its goal is to let you participate in the unfolding of a rich, thought-provoking fantasy. It is neither a role-playing game (although it incorporates elements of role-playing), nor a collection of brainteasers. Its simple mysteries are designed to engage your imagination and draw you deeper into the story, not to frustrate you or increase the amount of time it takes to finish.

You can never be stranded while playing *Loom.* We've gone to great lengths to insure that you will never find yourself in a situation from which you cannot escape. If you're not sure how to proceed, remember: the knowledge you need to continue the story is always available somewhere nearby. You don't need to save and restore your game frequently to insure success (although you can if you want to). Don't be afraid to experiment. Nothing in the game can "kill" you. If you're really stumped, ask a friend for help. Sooner or later, the answers will reveal themselves!

Most important of all, *Loom* is designed to be *completed,* not played halfway through and then thrown on a shelf and forgotten. We spent a lot of time and effort creating these disks. We want you to enjoy them all!

Listen to the audio drama! The Dolby® Stereo cassette tape included in your *Loom* package will tell you everything you need to know to play the role of Bobbin and to enter his world. Listening to this tape **before** you start the game will help you to enjoy the story to its fullest. You'll also gain a clearer understanding of how Bobbin can weave magic to affect his environment.

Read the *Book of Patterns*! It contains important information about the magical powers you will soon command.

Read the rest of this manual! *Loom* looks and plays like no other adventure game. Take the time to learn how to make the most of its unique design.

This is your role... You direct the actions of Bobbin Threadbare, an inexperienced member of the Guild of Weavers. At the beginning of the story, Bobbin doesn't know very much about the power of the Weavers or how to use it. As he encounters and masters increasingly challenging situations, Bobbin becomes a more proficient Weaver.

If this is your first computer adventure game, be prepared for an entertaining challenge. Be patient, even if it takes a while to figure out some of the puzzles. If you get stuck, you might need to solve another puzzle first or discover a musical pattern. But hang in there and *use your imagination,* and you will guide Bobbin to understand the mysteries of the Loom!

We've included the *Book of Patterns* to help you learn the magical patterns that have been created by Weavers over the millennia. As Bobbin explores the world around him, certain actions on his part

cause musical notes, or **threads**, to be played. Pay attention to these threads – they will always occur in a series of four, which the Weavers call a **draft**. As the *Book of Patterns* points out, each draft has its own unique effect, and discovering the purpose for each draft is the secret to success in the world of *Loom*. As Bobbin finds new drafts, write down the individual threads (each draft has four) for future reference. **Be sure to use a pencil when writing drafts in the *Book of Patterns!*** Each time you start a new game, the threads of each draft may be different.

Getting Started

To start the game on your computer, please use the computer reference card included with the game. It contains all the instructions specific to your computer. The reference card also lists the contents of this package.

Select a Proficiency Mode

After loading the game, you will be asked to select one of three Proficiency Modes. These modes determine how *Loom*'s user interface will behave as you play.

In Standard mode, a distinct segment of the distaff will glow whenever you hear or **spin** a musical thread. A musical staff beneath the distaff helps you to identify the threads you hear. Use Standard mode if you are already familiar with *Loom* or other computer adventure games.

In Practice mode, a small box appears beneath the musical staff whenever a thread is heard or spun. This box "records" up to four notes and displays their corresponding letters for your convenience. If you click on the box, the notes displayed inside will be spun sequentially, exactly as if you had spun them on the distaff yourself. Practice mode is ideal for novice computer gamers, or for those who wish to familiarize themselves with the experience of *Loom* before trying a different mode.

In Expert mode, the distaff does not glow in response to musical threads (except the ones you spin yourself). Also, there is no musical staff to help you identify the threads you hear. You literally have to play the game by ear! **Note:** Players who dare to experience *Loom* in Expert mode are rewarded with a bonus animated scene near the end of the story. This scene does not appear in any other mode.

Enter the Secret Weave

After choosing a Proficiency Mode, you will be presented with a screen asking you to enter the Secret Weave associated with a particular Guild and Thread. To enter the correct Weave, look at the inside front and back covers of the *Book of Patterns* included in your *Loom* package, and find the Guild symbol displayed on the screen. Then match that symbol in the manual with the name of the Thread (THROW, BEAT, TREADLE or REST) also shown on the screen. When you have found the intersection of the Guild and the Thread, use the red gel included in your package to read the icons of that Weave. Use the cursor to point and click on the corresponding screen icons in the same order.

Playing the Game

After the opening title sequence and introduction, you will see Bobbin standing high atop a rocky peak overlooking the island of Loom. You begin directing his actions when he finishes talking and turns to face you. The screen is divided into the following sections:

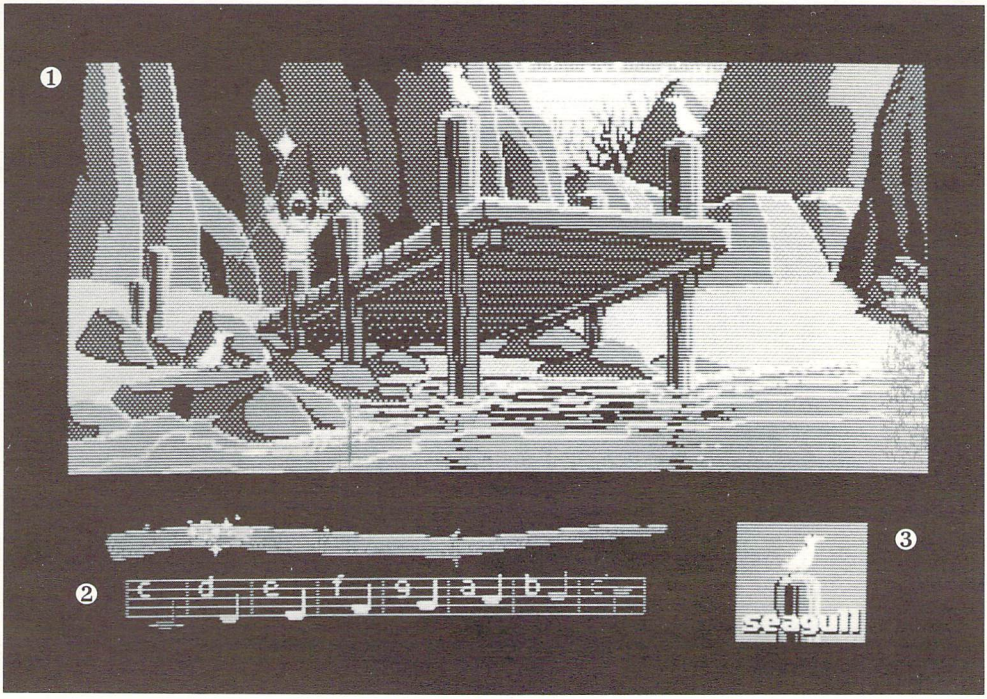
1) The Animation Window is the largest part of the screen. The animated action takes place there. It shows the "camera's-eye view" of the room or location where Bobbin is.

2) The Distaff, the magic staff of the Elders, is represented graphically below the Animation Window. The distaff is essential to Bobbin's success, as it allows him to spin the drafts which affect the world around him in different ways. *Remember, Bobbin must first find the distaff for it to appear on the lower part of the screen!*

3) The Icon Box is in the lower right corner of the screen. When the cursor touches an object on the screen that can be used in some way, this box will display an icon representing that object (except when Bobbin is already standing next to an object).

To move Bobbin around, move your cursor into the Animation Window, point it where you want him to go, and click. If you point to an open door and click, Bobbin will walk through it.

To examine or "use" an object, point to the object and double-click, or click on the object's icon in the Icon Box. Some objects will produce the sound of a



draft (or part of a draft) when activated in this way. **Bobbin *must* be standing next to an object in order to examine it or spin a draft on it**. You'll know when he's standing next to an object when its name appears under the icon in the Icon Box. You can deselect the object in the Icon Box by pressing the **ESC** key.

To spin a draft, point and click on each note on the distaff in the proper sequence. For example, if you hear a series of four musical sounds in the game, like **C D E C**, you should first write the sequence in the *Book of Patterns* next to the corresponding draft description. Then, you can try the draft yourself by clicking on an object on the screen, waiting for Bobbin to stand next to it, and repeating the same four notes on the distaff. **Note:** If you wish to stop spinning a draft while in the process of spinning it, you can press **ESC**.

"Cut-scenes" are short, animated sequences—like scenes from a movie—which provide clues and information about the characters (like when Bobbin is greeted by the message nymph). While you are viewing a cut-scene, you do not direct the action and the cursor will disappear from the screen.

Things to Try on the Island of Loom

Touch the leaf on the tree next to which Bobbin is standing in the beginning of the game. (You can "touch" the leaf by moving the cursor over it and double-clicking.)

Walk to the Sanctuary of the Elders, at the far left end of the village. Inside you will find three tapestries which Bobbin can tell you about. You will also find the Elders in a heated discussion, and the Loom.

Pick up the distaff which was dropped by the Elder Atropos. You must have this object to complete the game.

Open the swan's egg into which Hetchel was transformed. Double-click on the egg to hear the Draft of Opening. Then, using the distaff, spin the draft on the egg yourself.

Walk to Hetchel's tent, at the far right end of the village. Here you will find a flask with dye in it and a dye pot full of boiling dye. Using each of these objects will produce interesting and educational effects. (Be sure to have a pencil handy!)

Function Keys

To save your progress in a game, enabling you to turn the computer off and start again later in the same place, use the save feature. Simply press the Save/Load Game function key (**F5** on most computers, but see your computer reference card to be certain). **Note:** This feature will not work during cut-scenes or conversations.

To load a game you have saved, use the Save/Load Game function key any-

time after *Loom* has been loaded, except during cut-scenes. Further instructions are on your computer reference card.

To bypass a cut-scene, press the **ESC** key. See your computer reference card for details. After you've played *Loom* several times, you may want to use this function to skip over scenes you have seen before, including the title sequence. However, cut-scenes should be watched at least once because they contain important information.

To restart the game from the beginning, press the key indicated on your reference card (**F8** on most computers).

To pause the game, press the **SPACE BAR**. Press it again to resume play.

When the disk is being accessed or the game is paused, the cursor may change or disappear. On some computers, a picture of a snail replaces the cursor during these times.

To turn the sound off and on, press the key indicated on your reference card (**F6** on most computers). **Note:** Sound for some computers can be adjusted with the volume control on the monitor or television.

Our Game Design Philosophy

We believe that you buy games to be entertained, not to be whacked over the head every time you make a mistake. So we don't bring the game to a screeching halt when you poke your nose into a place you haven't visited before. Unlike conventional computer adventures, you won't find yourself accidentally stepping off a path, or dying because you've picked up a sharp object.

We think you'd prefer to solve the game's mysteries by exploring and discovering, not by dying a thousand deaths. We also think you like to spend your time involved in the *story*, not typing in synonyms until you stumble upon the computer's word for a certain object.

A Few Helpful Hints

- There is more than one way to solve many of the puzzles. In fact, some of the activities in *Loom* are not puzzles at all, but simply experiences for you to enjoy.
- *Loom* is a game that rewards curiosity. You should examine everything — don't be afraid to experiment with the drafts you discover while walking around. And be sure to write them down in the *Book of Patterns*!
- When you first begin playing *Loom*, Bobbin will not be able to play every note on the distaff. Only with experience will he be able to spin the more advanced drafts.
- When writing drafts in the *Book of Patterns,* be sure to use a pencil! Each time you start a new game, the threads of each draft may be different.
- If you want to speed up game play, order a hint book from Lucasfilm Games:

  In The United States: 1-800-STAR-WARS (that's 1-800-782-7927)

  In Canada: 1-800-828-7927
- If you need technical support or want to access our automated hint line, call 415-662-1902.

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